Icequake 1



Sorcery

Destroy target land. If that land was a snow land, Icequake deals 1 damage to that land's controller.

"When the earth shakes, and their animals are swallowed up by the ground, perhaps they will think twice before attacking again."
—Lim-Dûl, the Necromancer

Illus. Richard Kane Ferguson
™ & © 1993-2008 Wizards of the Coast LLC 94/245

Icequake 1



Sorcery

Destroy target land. If that land was a snow land, Icequake deals 1 damage to that land's controller.

"When the earth shakes, and their animals are swallowed up by the ground, perhaps they will think twice before attacking again."
—Lim-Dûl, the Necromancer

Illus. Richard Kane Ferguson
™ & © 1993-2008 Wizards of the Coast LLC 94/245

Icequake 1



Sorcery

Destroy target land. If that land was a snow land, Icequake deals 1 damage to that land's controller.

"When the earth shakes, and their animals are swallowed up by the ground, perhaps they will think twice before attacking again."
—Lim-Dûl, the Necromancer

Illus. Richard Kane Ferguson
™ & © 1993-2008 Wizards of the Coast LLC 94/245

Icequake 1



Sorcery

Destroy target land. If that land was a snow land, Icequake deals 1 damage to that land's controller.

"When the earth shakes, and their animals are swallowed up by the ground, perhaps they will think twice before attacking again."
—Lim-Dûl, the Necromancer

Illus. Richard Kane Ferguson
™ & © 1993-2008 Wizards of the Coast LLC 94/245

Icequake 1



Sorcery

Destroy target land. If that land was a snow land, Icequake deals 1 damage to that land's controller.

"When the earth shakes, and their animals are swallowed up by the ground, perhaps they will think twice before attacking again."
—Lim-Dûl, the Necromancer

Illus. Richard Kane Ferguson
™ & © 1993-2008 Wizards of the Coast LLC 94/245

Icequake 1



Sorcery

Destroy target land. If that land was a snow land, Icequake deals 1 damage to that land's controller.

"When the earth shakes, and their animals are swallowed up by the ground, perhaps they will think twice before attacking again."
—Lim-Dûl, the Necromancer

Illus. Richard Kane Ferguson
™ & © 1993-2008 Wizards of the Coast LLC 94/245

Icequake 1



Sorcery

Destroy target land. If that land was a snow land, Icequake deals 1 damage to that land's controller.

"When the earth shakes, and their animals are swallowed up by the ground, perhaps they will think twice before attacking again."
—Lim-Dûl, the Necromancer

Illus. Richard Kane Ferguson
™ & © 1993-2008 Wizards of the Coast LLC 94/245

Icequake 1



Sorcery

Destroy target land. If that land was a snow land, Icequake deals 1 damage to that land's controller.

"When the earth shakes, and their animals are swallowed up by the ground, perhaps they will think twice before attacking again."
—Lim-Dûl, the Necromancer

Illus. Richard Kane Ferguson
™ & © 1993-2008 Wizards of the Coast LLC 94/245

Icequake 1



Sorcery

Destroy target land. If that land was a snow land, Icequake deals 1 damage to that land's controller.

"When the earth shakes, and their animals are swallowed up by the ground, perhaps they will think twice before attacking again."
—Lim-Dûl, the Necromancer

Illus. Richard Kane Ferguson
™ & © 1993-2008 Wizards of the Coast LLC 94/245